

## CLAIMS

What is claimed is:

- 5           1. A system for allocating one or more resources to one or more projects comprising:
- one or more needs associated with the one or more projects;
- a currency for bidding for said one or more needs;
- one or more bids in said currency from said one or more resources for said one  
10 or more needs;
- a matching component determining at least one optimal one of said one or more bids for matching at least one of said resources to at least one of said needs.
2. A system for allocating one or more resources as in claim 1 further comprising:  
15 an input component receiving one or more profiles of said one or more resources.
3. A system for allocating one or more resources as in claim 2 wherein said profile of said one or more resources comprises at least one of the following: one or more  
20 competencies, one or more proficiencies, one or more skills, experience, training, qualifications, availability, functional level, personal preferences and development objectives.
4. A system for allocating one or more resources as in claim 2 further comprising:  
25 a verification component verifying the accuracy of said profiles of said one or more resources.
5. A system for allocating one or more resources as in claim 2 further comprising:  
30 a certification component certifying said profiles of said one or more resources.
6. A system for allocating one or more resources as in claim 1 further comprising an input component receiving information for said one or more needs.
7. A system for allocating one or more resources as in claim 6 wherein said  
35 information for said one or more needs comprises at least one of the following: one or more

required competencies, one or more required proficiencies; and one or more desired functional levels.

5 8. A system for allocating one or more resources as in claim 1 further comprising:  
an allocation component allocating said at least one matched resource to at least one of the projects that is associated with said at least one matched need.

10 9. A system for allocating one or more resources as in claim 2 further comprising:  
a second input component receiving information for said one or more needs.

10. A system for allocating one or more resources as in claim 9 further comprising:  
a filter determining at least one of said needs for which at least one of said resources is qualified.

15 11. A system for allocating one or more resources as in claim 1 further comprising:  
an output component displaying at least one of said needs for which at least one of said resources is qualified.

20 12. A system for allocating one or more resources as in claim 1 further comprising:  
an output component displaying at least one of said needs for which at least one of said resources is not qualified.

25 13. A system for allocating one or more resources as in claim 1 further comprising:  
a currency component allocating said currency among said resources.

14. A system for allocating one or more resources as in claim 13 wherein said currency comprises a plurality of points.

30 15. A system for allocating one or more resources as in claim 14 wherein said  
currency allocates a fixed number of said points to at least one of the resources when said at least one resource enters the system.

35 16. A system for allocating one or more resources as in claim 14 wherein said  
currency components allocate a fixed number of said points to at least one of the resources  
when said at least one resource performs work for at least one of said needs.

17. A system for allocating one or more resources as in claim 14 wherein the value of at least one of the points is calibrated to time.

18. A system for allocating one or more resources as in claim 14 wherein said  
5 currency comprises a tick size.

19. A system for allocating one or more resources as in claim 18 wherein said tick size is a number of said points that is associated with a minimum increment on a perceived value of at least one of said needs.  
10

20. A system for allocating one or more resources as in claim 1 wherein said currency comprises a plurality of points.

21. A system for allocating one or more resources as in claim 20 wherein at least  
15 one of said bids is a member of said points that at least one of said resources must be paid to fill at least one of said needs.

22. A system for allocating one or more resources as in claim 21 wherein said at least one bid that is said number of said points that said at least one resources must be paid  
20 is negative.

23. A system for allocating one or more resources as in claim 20 wherein at least one of said bids is a number of said points that at least one of said resources is willing to pay to fill at least one of said needs.  
25

24. A system for allocating one or more resources as in claim 23 wherein said at least one bid that is said number of said points that said at least one resource is willing to pay is positive.

30 25. A system for allocating one or more resources as in claim 22 wherein said number of said points that at least one of said resources is willing to pay is limited by a number of said points that said at least one resource has accumulated.

35

26. A system for allocating one or more resources as in claim 1 wherein those of said bids originating for at least one of said resources are ordered according to preference of said at least one resource.

5 27. A system for allocating one or more resources as in claim 1 further comprising:  
an output component displaying three of said bids that have been made for at  
least one of said needs.

28. A system for allocating one or more resources as in claim 1 wherein said at least  
10 an optional bid is the highest one of said bids from said resources for said at least one need.

29. A method for allocating one or more resources to one or more projects  
comprising the steps of:

15 associating one or more needs with the one or more projects;  
defining a currency for bidding for said one or more needs;  
receiving one or more bids in said currency from said one or more resources for  
said one or more needs; and  
determining at least one optimal one of said one or more bids for matching at  
least one of said resources to at least one of said needs.

30. Computer executable software code stored on a computer readable medium, the  
code for allocating one or more resources to one or more projects, the code comprising:

code to associate one or more needs with the one or more projects;  
code to define a currency for bidding for said one or more needs;  
25 code to receive one or more bids in said currency from said one or more resources  
for said one or more needs; and  
code to determine at least one optimal one of said one or more bids for matching at  
least one of said resources to at least one of said needs.

30 31. A programmed computer system for allocating one or more resources to one or  
more projects comprising at least one memory having at least one region storing computer  
executable program code and at least one processor for executing the program code stored  
in said memory, wherein the program code includes

code to associate one or more needs with the one or more projects;  
35 code to define a currency for bidding for said one or more needs;

code to receive one or more bids in said currency from said one or more resources  
for said one or more needs; and

code to determine at least one optimal one of said one or more bids for matching at  
least one of said resources to at least one of said needs.

5

10

15

20

25

30

35